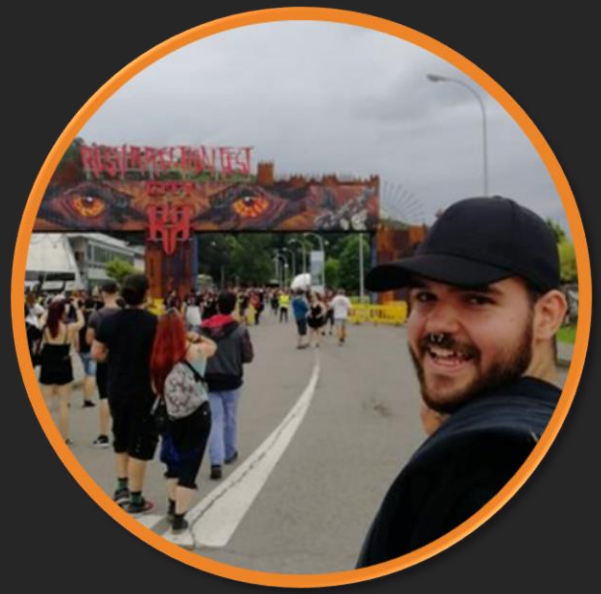

GAME DESIGN ACTIVITY

DESIGN OF A NEW ZONE

(MAP DESIGN)

JUAN MANUEL RUIZ CULIÁÑEZ @JUANMACOLIBRI

@IDSOFTWARE

@BETHESDA

-APRIL 2021-

INDEX

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- THREAT CURVE.
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INTRODUCTION

WHAT IS DOOM ETERNAL?

1. TYPE OF VIDEO GAME

- FIRST PERSON SHOOTER.
- HARDCORE GAME.
- GORE ESTHETICS.
- CAMPAIGN (MAIN CONTENT, ONE PLAYER GAME).

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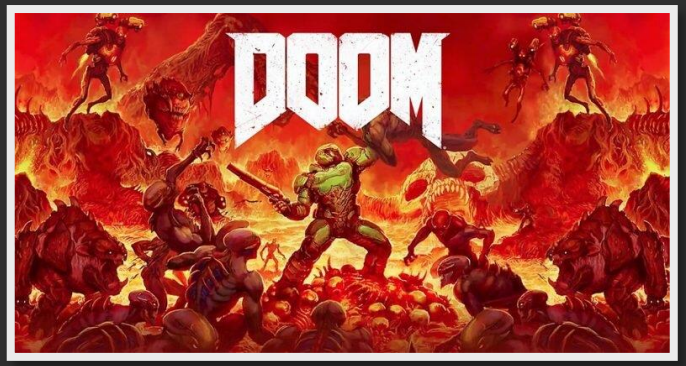
2. BACKGROUND



INTRODUCTION

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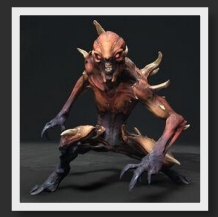
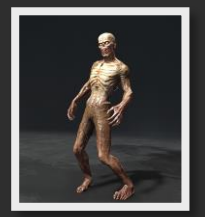
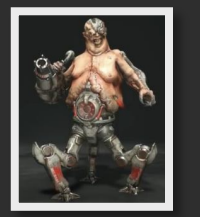
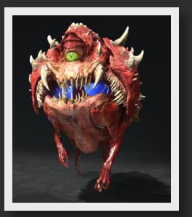
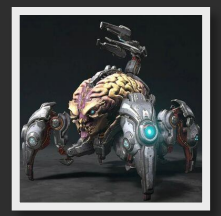
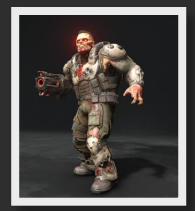
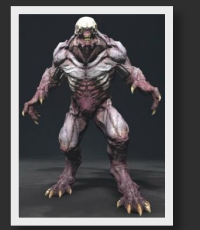
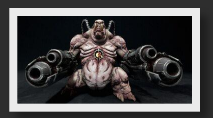
NEW ZONE PURPOSE

BE PART OF “THE ANCIENT GODS” (DLC)

- MIX PLATFORM AND COMBAT ZONES.

- MORE ENEMY COMBINATIONS.

LEVEL DESIGN

STORY SITUATION

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DOOM SLAYER TAKES THE SERAPHIM'S KEY

- OBJECTIVE: LOCATE THE SERAPHIM.

LEVEL DESIGN

SCENARIO MAP OVERVIEW

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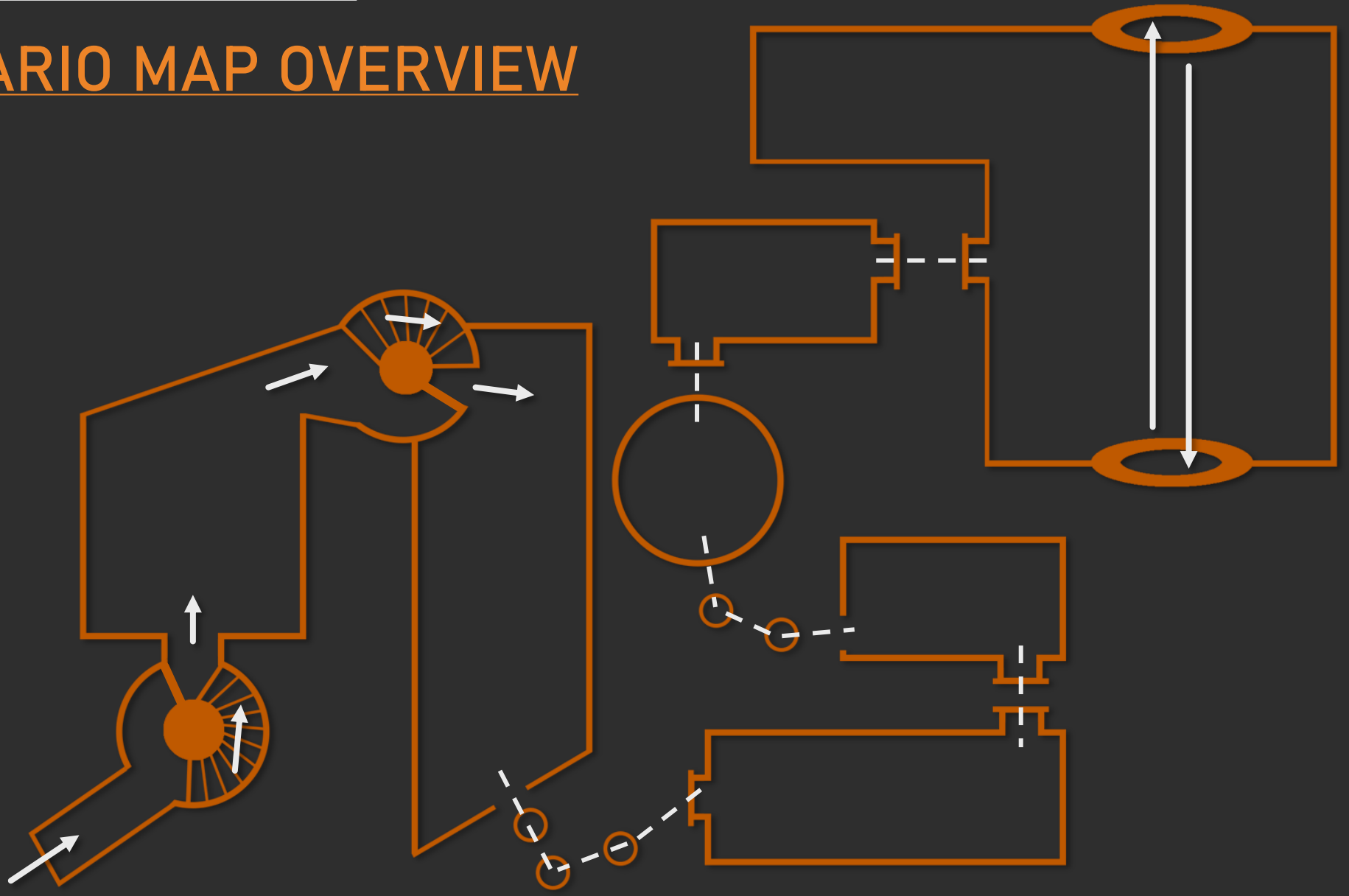
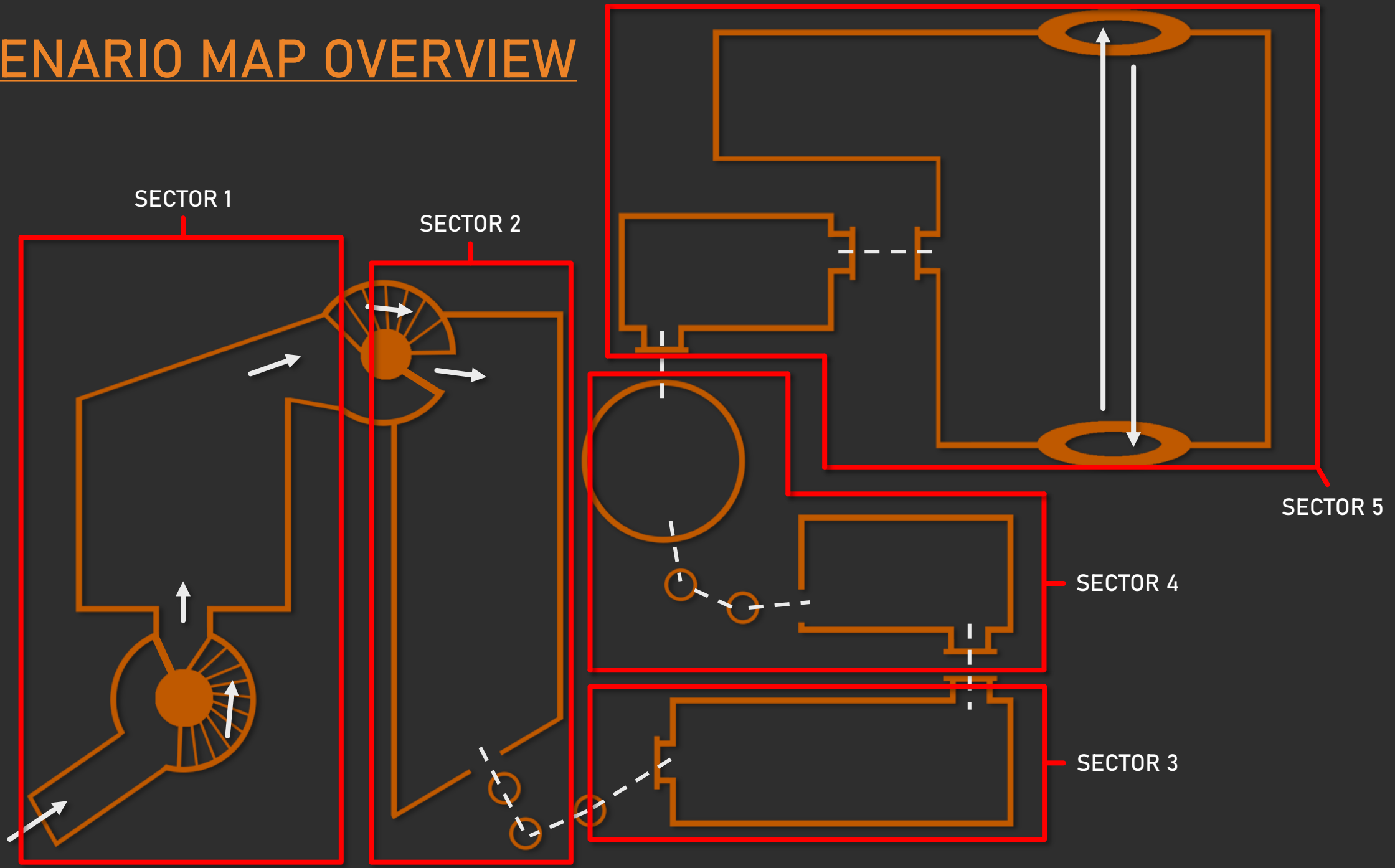


SCENARIO MAP OVERVIEW



LEVEL DESIGN

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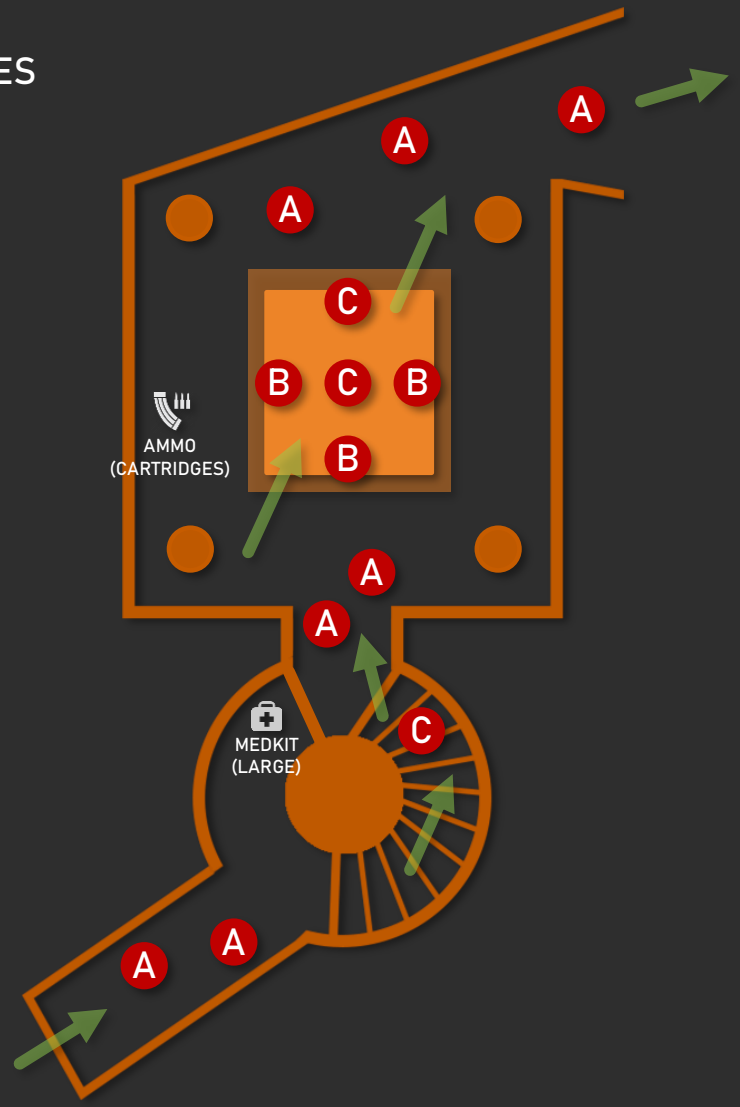
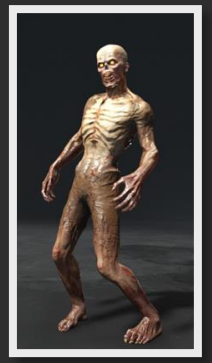
ZONE MAP – SECTOR 1

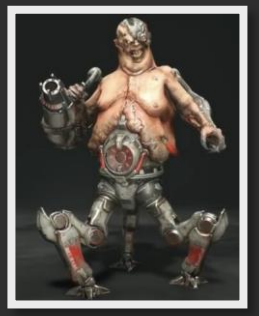
- WALLS / SURFACES
- ENEMIES
- ITEMS
- PATH



- SPIRAL STAIRS.
- RAMP PLATFORM.
- AMMO AVAILABLE.
- FIRST-AID KIT AVAILABLE.
- ENEMIES SPAWNING:



ZOMBIE (A)



CARCASS (B)

SOLDIER (C)

LEVEL DESIGN

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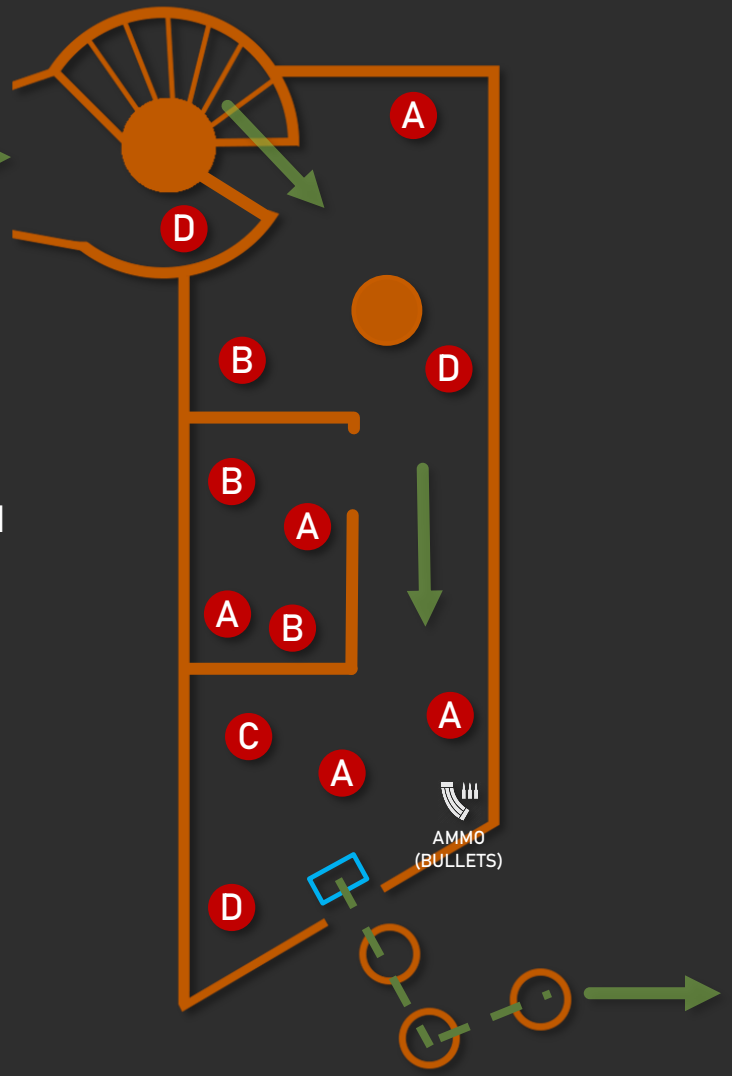
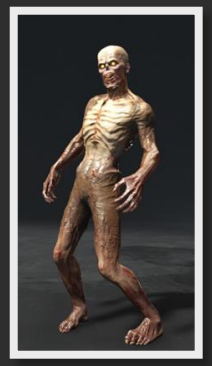
ZONE MAP – SECTOR 2

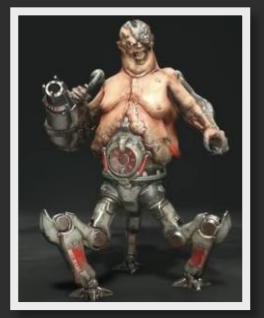
- WALLS / SURFACES
- ENEMIES
- ITEMS
- PATH
- SUPER JUMP
- FLOATING PLATFORM



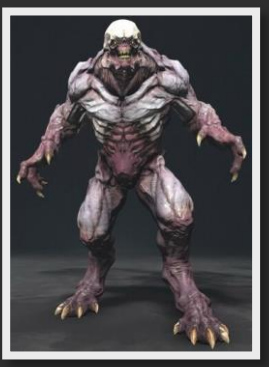
- SPIRAL STAIRS.
- ROOM WITH ENEMIES.
- AMMO AVAILABLE.
- ENEMIES SPAWNING:



ZOMBIE (A)



CARCASS (B)



HELL KNIGHT (C)

IMP (D)

LEVEL DESIGN

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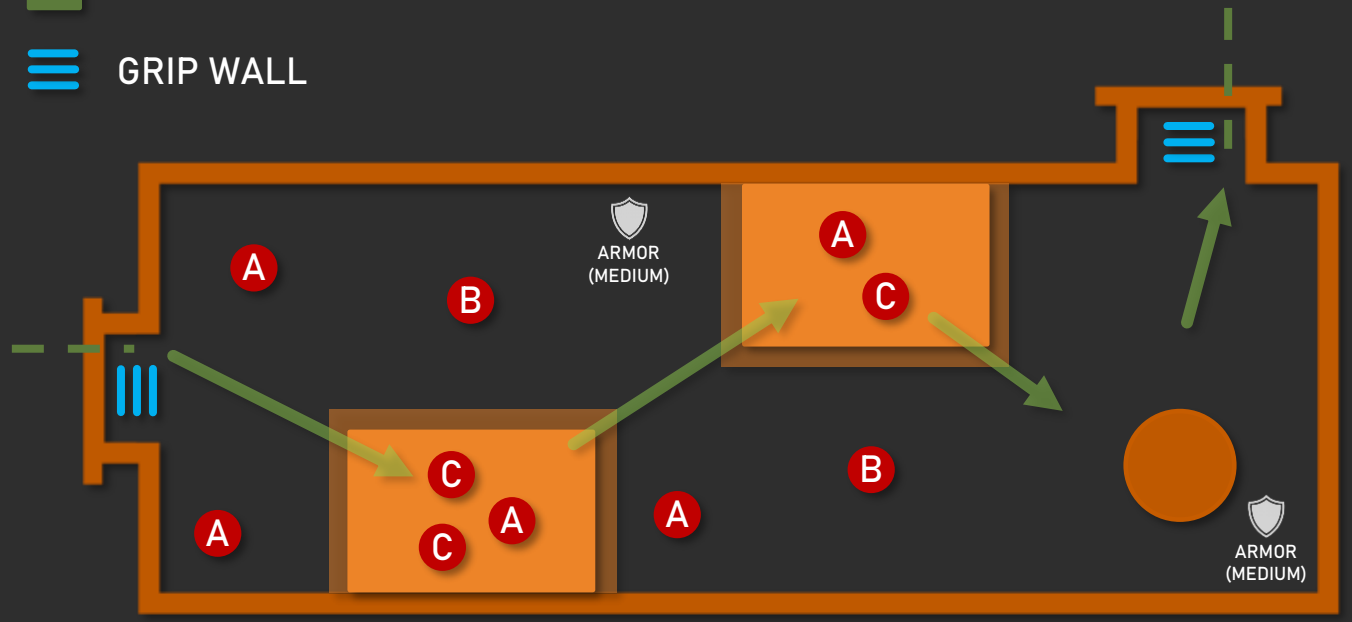
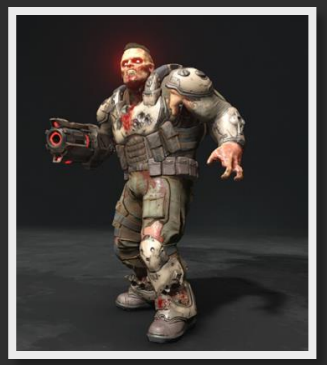
ZONE MAP – SECTOR 3

- WALLS / SURFACES
- ENEMIES
- ITEMS
- PATH
- GRIP WALL



- ENTER / EXIT USING GRIP WALLS.
- RAMP PLATFORMS.
- ARMORS AVAILABLE.
- ENEMIES SPAWNING:



SOLDIER (A)

ARACHNOTRON (B)

IMP (C)

LEVEL DESIGN

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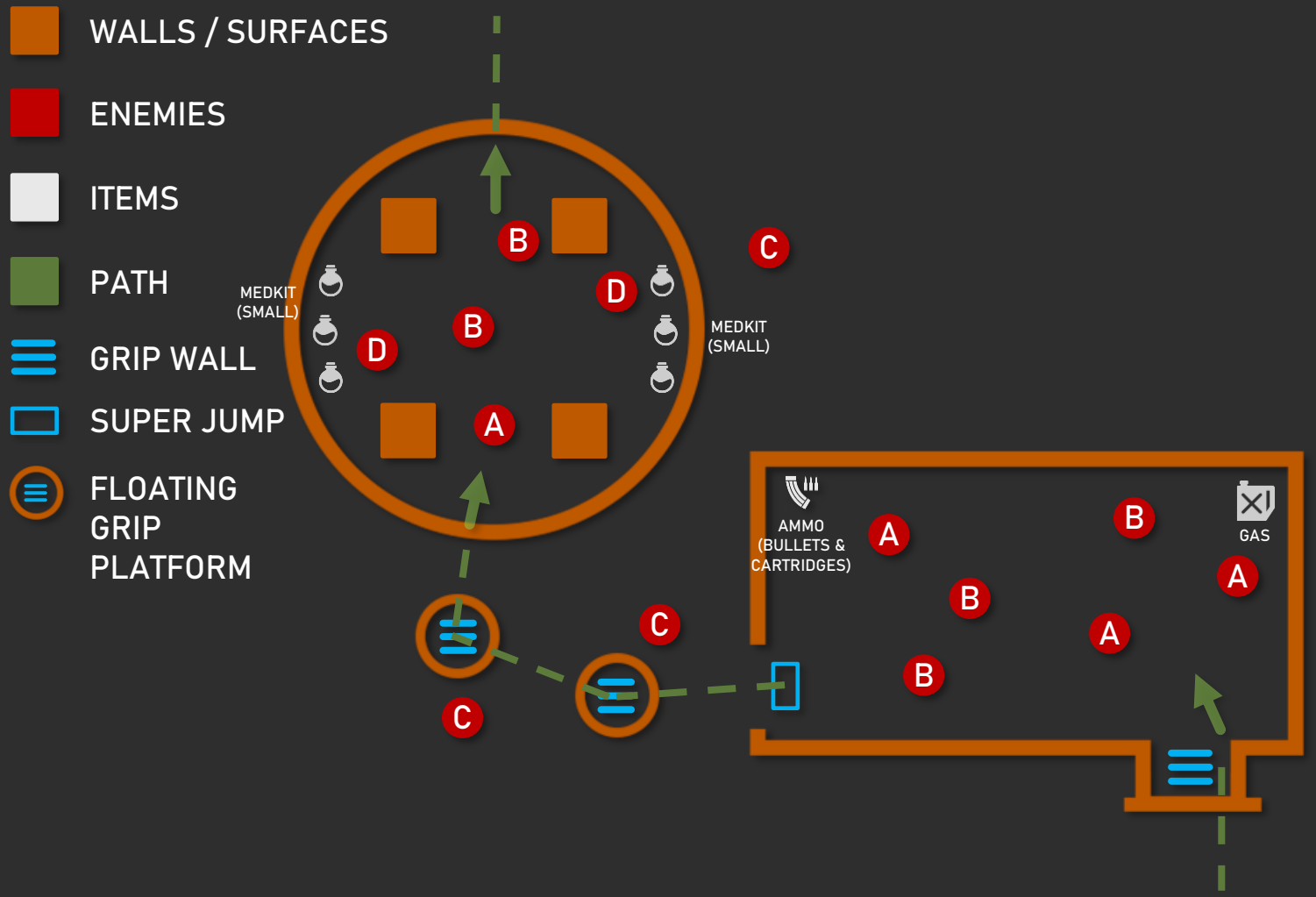
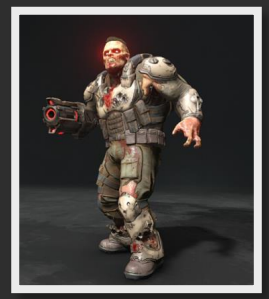
ZONE MAP – SECTOR 4



- ENTER / EXIT USING GRIP WALLS.
- FLOATING GRIP PLATFORMS.
- MEDKITS, AMMO AND GAS AVAILABLE.
- ENEMIES SPAWNING:



SOLDIER (A)

IMP (B)

CACODEMON (C)

MANCUBUS (D)

LEVEL DESIGN

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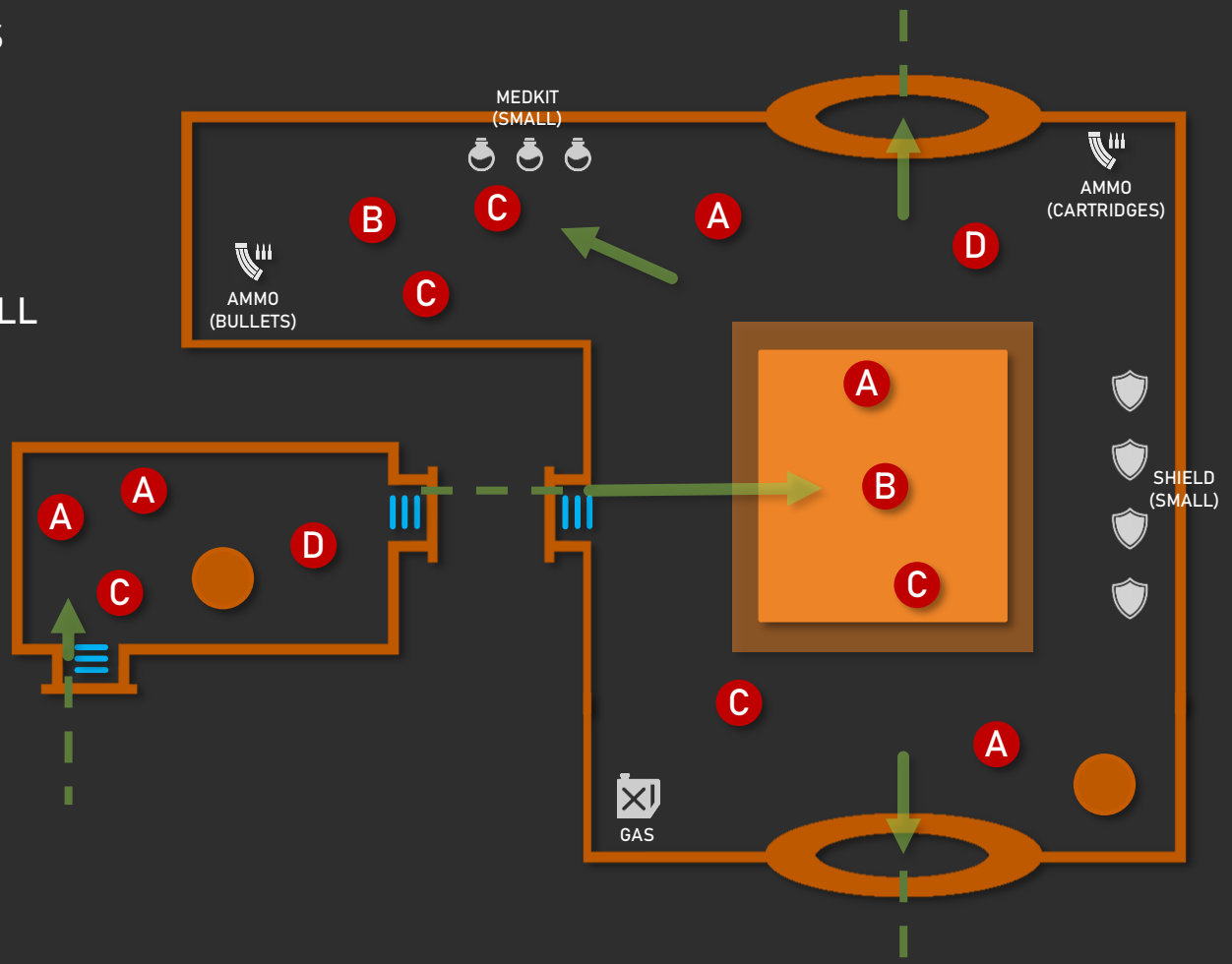
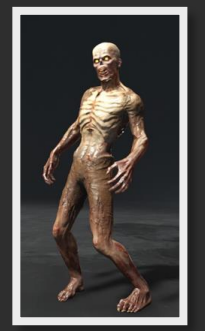
ZONE MAP – SECTOR 5

- WALLS / SURFACES
- ENEMIES
- ITEMS
- PATH
- GRIP WALL
- PORTAL

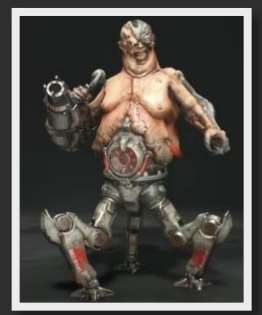


- USE OF GRIP WALLS.
- USE OF PORTALS.
- MEDKITS, ARMORS, AMMO AND GAS AVAILABLE.
- ENEMIES SPAWNING:



ZOMBIE (A)

ARACHNOTRON (B)



CARCASS (C)

MANCUBUS (D)

CONCLUSSION

1. THREAT CURVE

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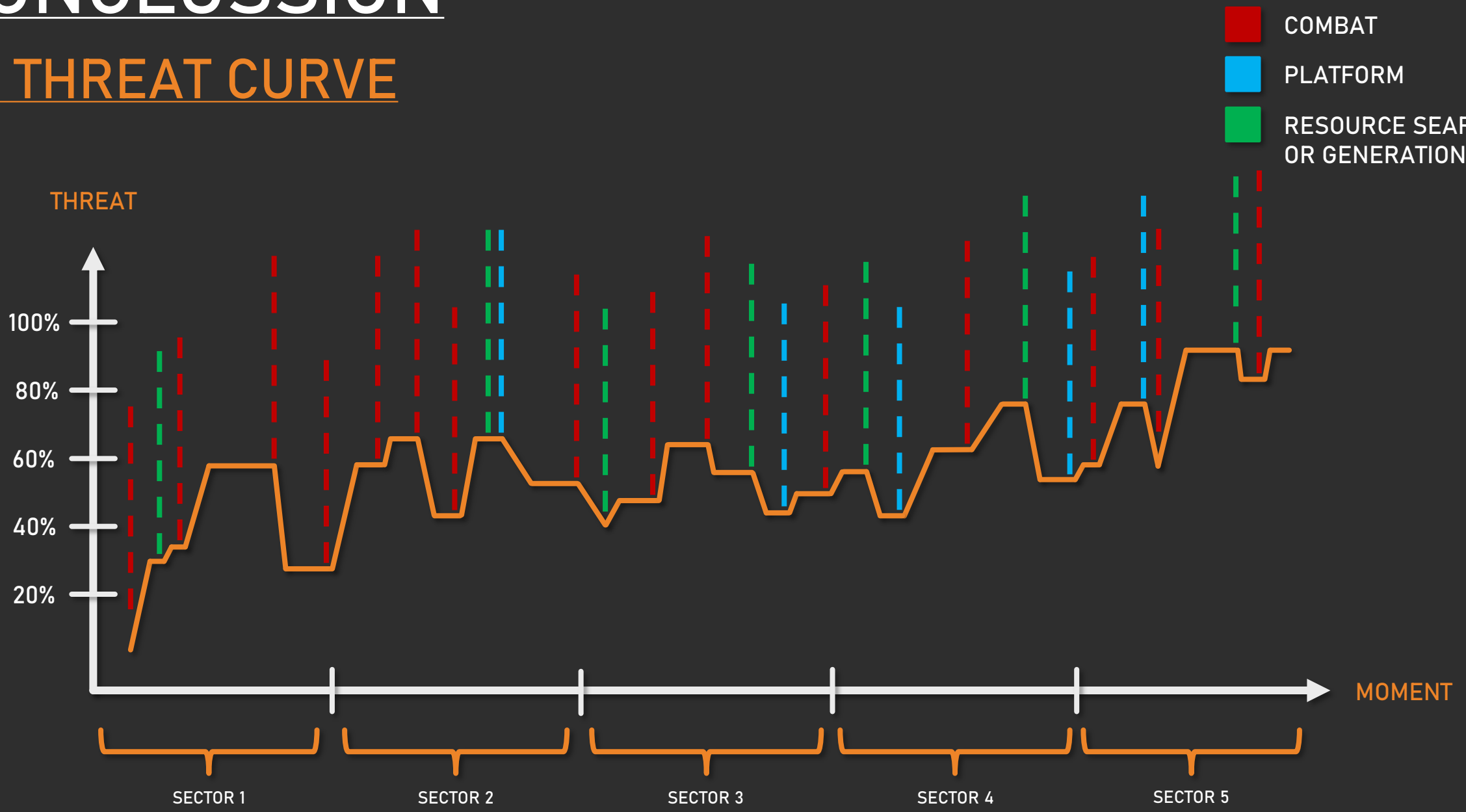

CONCLUSSION

2. DIFFICULTY CURVE

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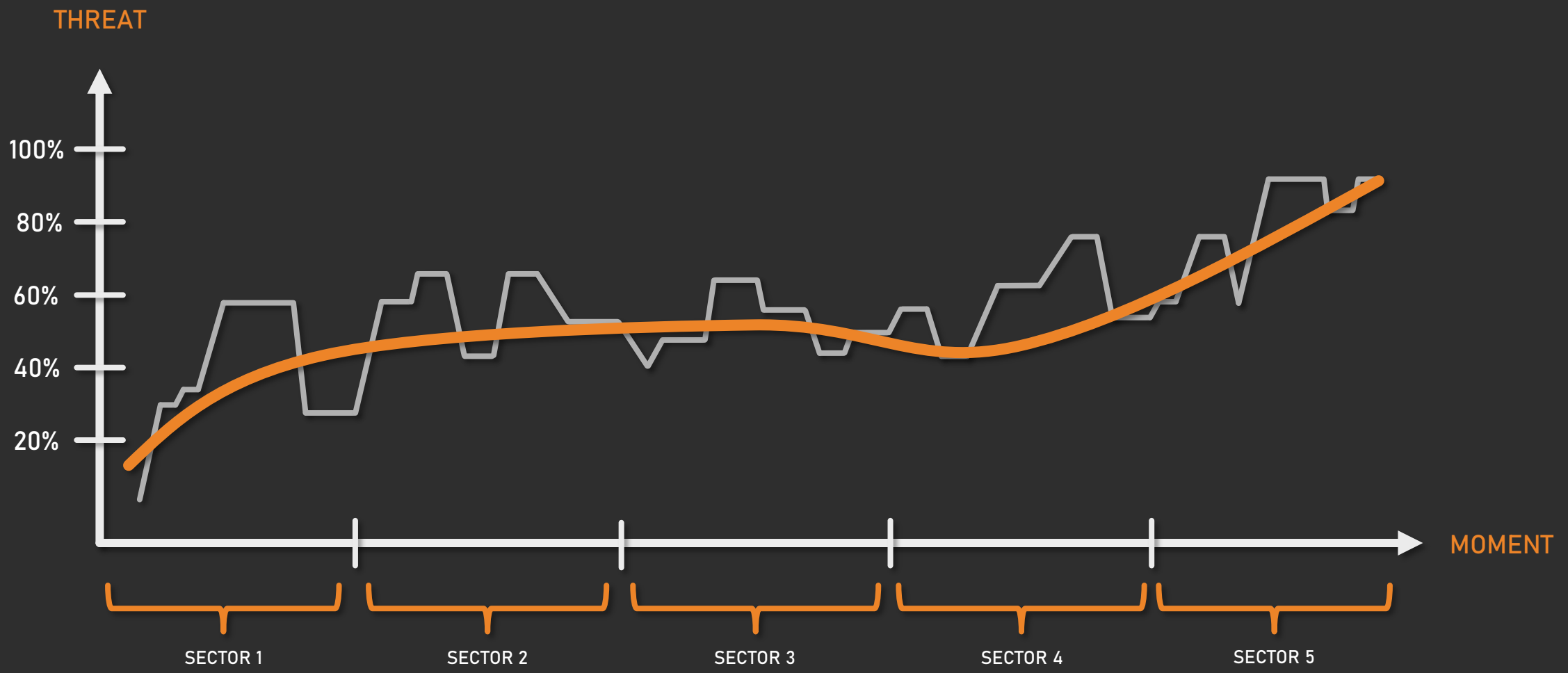
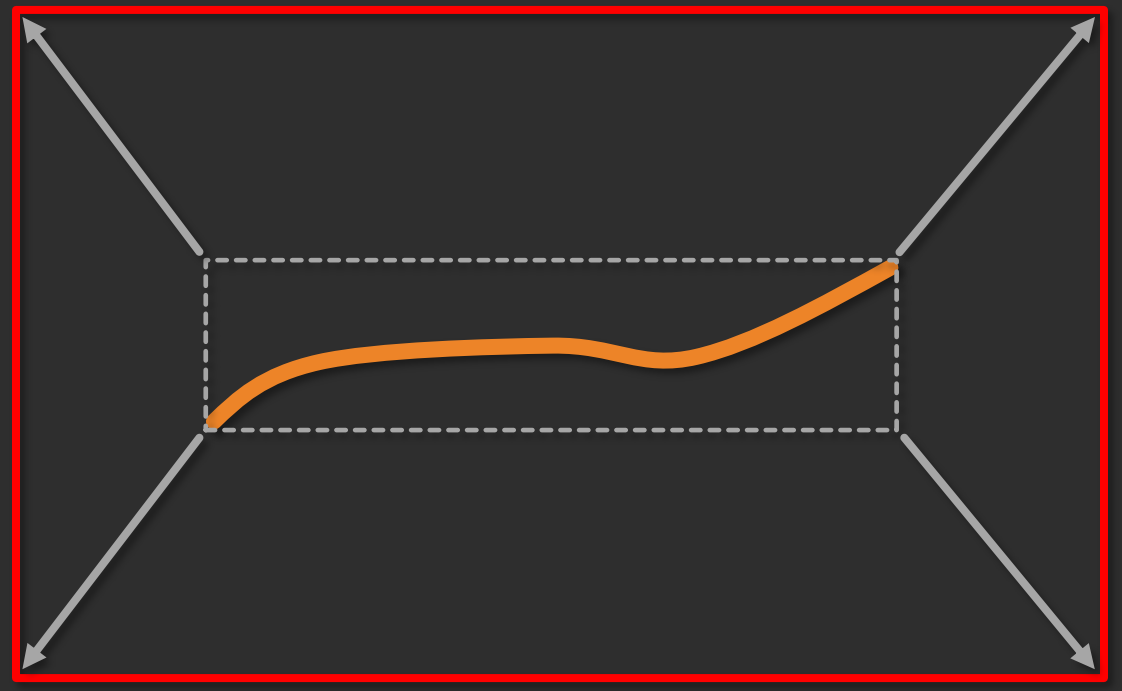


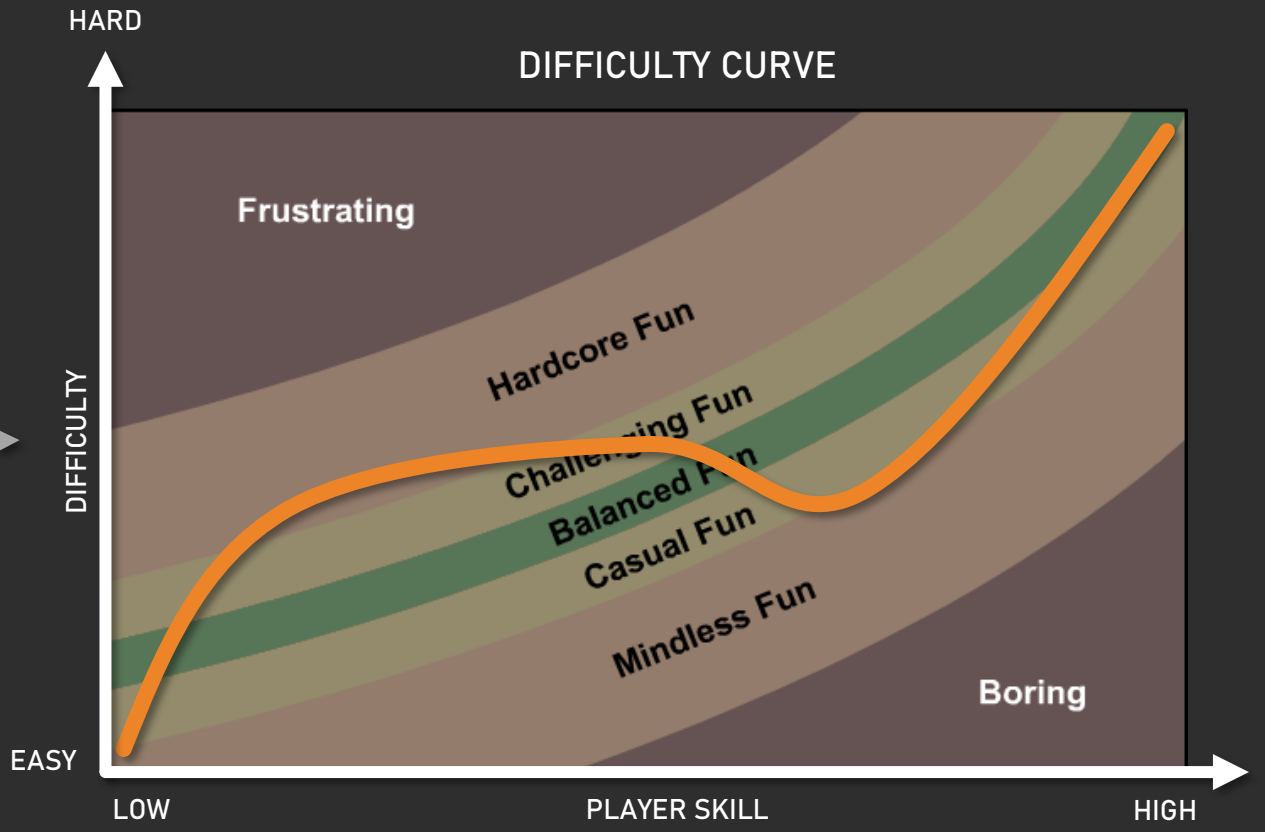
CONCLUSSION

2. DIFFICULTY CURVE

* THIS IS A NON-OFFICIAL GAME DESIGN ACTIVITY MADE BY AN OUTSIDER. DOOM ETERNAL IS PROPERTY OF ID SOFTWARE AND BETHESDA.

(EXPAND)





THANKS!

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